PlayStation

NTSC U/C

PlayStation

TEEN

CONTENT RATED BY ESRB

SLUS-00902
Item #8854

SilentBomber

BANDAI

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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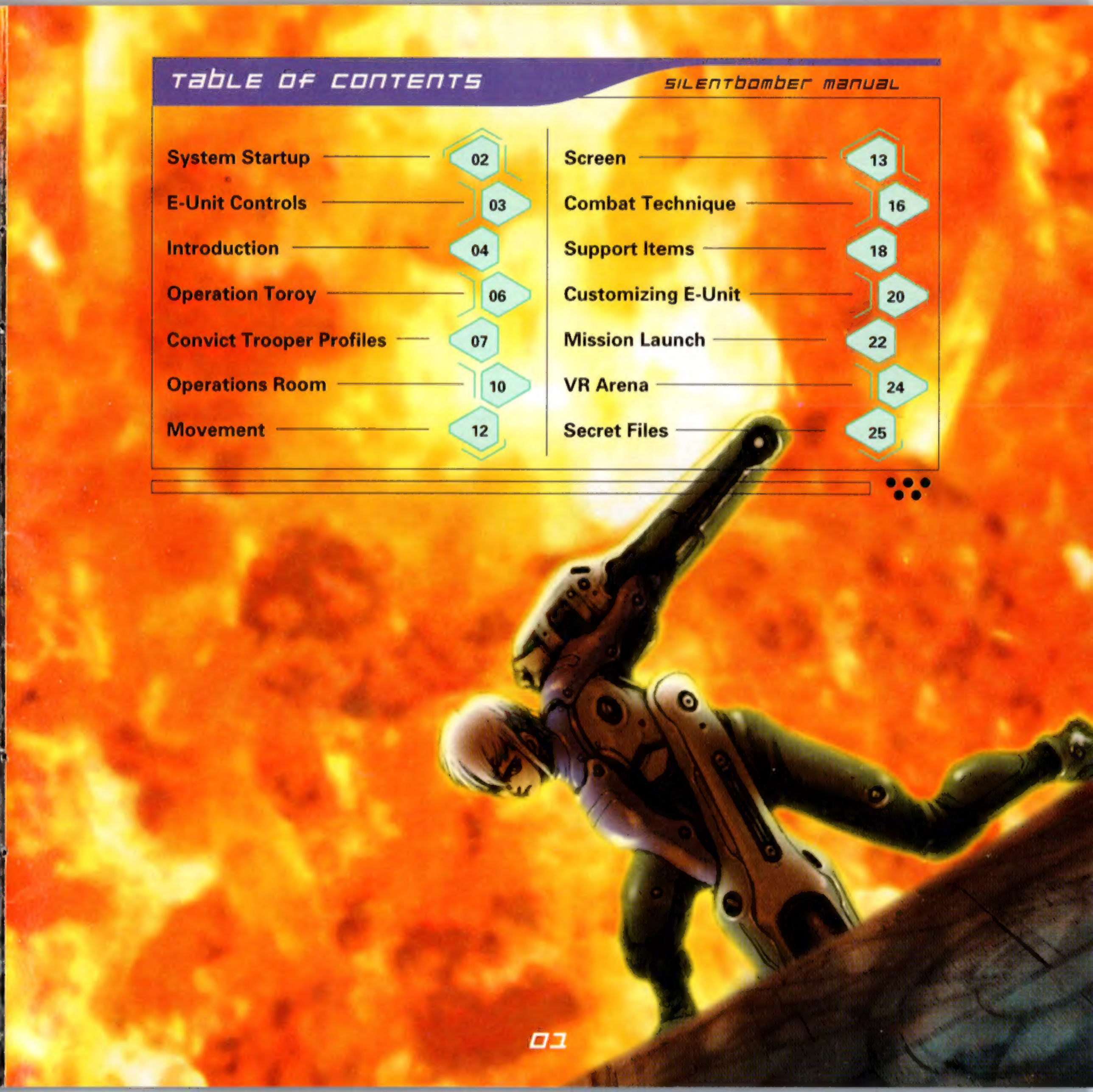
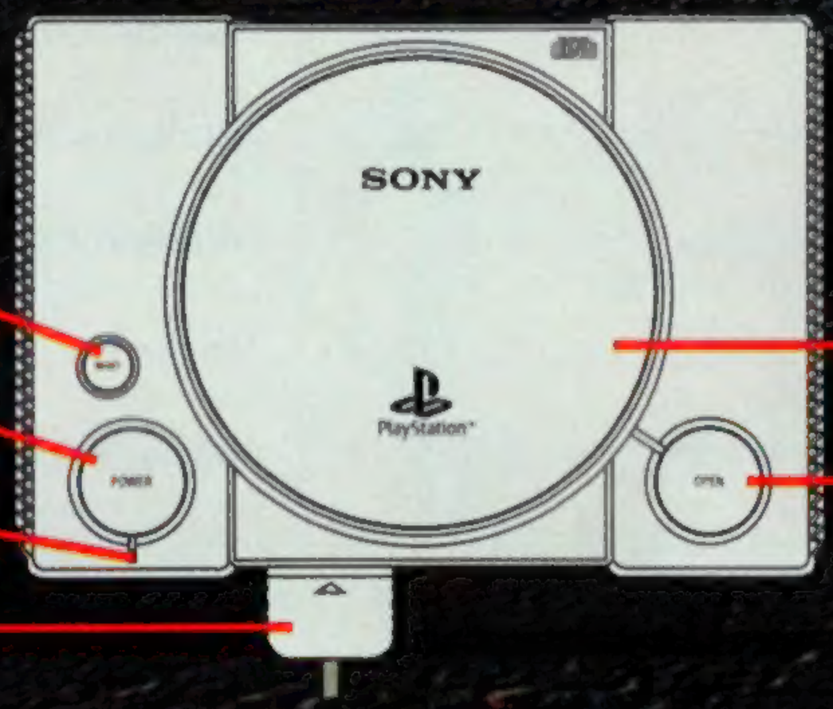


system startup

MAIN UNIT

Top View



Front View

GAME START

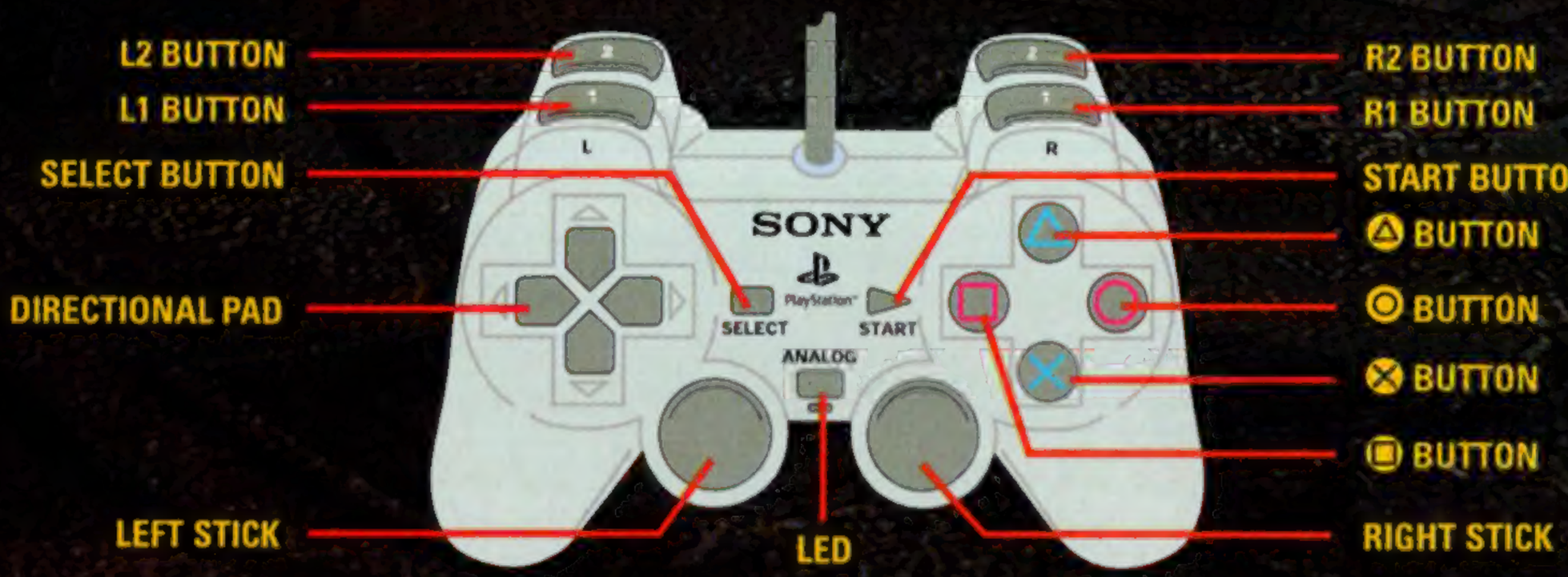
Press the OPEN button on the main unit to open the cover, then place the CD-ROM into the drive. Turn the unit ON. You will see an opening demo, then a TITLE screen.

On the TITLE screen you will be offered four modes to choose from. Use the Directional Pad Up/Down to select, then press ⊗ button to confirm. (see Page 10, Mode Select.)

Don't forget to insert a Memory Card. If you don't use a Memory Card, you will not be able to save your game. Do not attempt to remove a Memory Card from the unit during a game.

E-UNIT CONTROLS

Special Mission Weapon EXPLOSION UNIT (E-UNIT) was developed in the military government era as a Fortress Destruction Weapon. Mission should be completed with an E-Unit. The following are basic instructions for an E-Unit. You should acquire it and complete the mission. DUALSHOCK™ analog controller E-Unit (shown below) is designed to vibrate when bombs detonate.



L1 BUTTON:	Switch Material Liquid	R1 BUTTON:	Switch Material Liquid
L2 BUTTON:	Not used	R2 BUTTON:	Not used
DIRECTIONAL PAD:	Move, Select		
LEFT STICK:	Move, Select (when LED is lit)	RIGHT STICK:	Not used
SELECT BUTTON:	Not used	START BUTTON:	Open Command menu
○ BUTTON:	Set Material Liquid Bomb	△ BUTTON:	Detonate Bomb
✕ BUTTON:	Jump	□ BUTTON:	Set Bomb

NOTE: The controls above are based on the default settings. You can change the function of buttons in the KEY CONFIG screen in OPTIONS under the COMMAND menu. This Software is compatible with the DUALSHOCK™ analog controller, press the Analog Mode Switch On/Off to switch from digital to analog. When the LED light is on, you can use both Left Stick and Directional Pad. When the LED light is off, you can only use the Directional Pad. This Software is compatible with the Vibration Function of the DUALSHOCK™ analog controller. Vibration On/Off can be set from OPTION under the TITLE screen or COMMAND menu. It doesn't matter whether the analog LED is lit or not.

introduction

BACKGROUND

It has been 1000 years since the launch of the Space Colony Project. During that time, planet after planet has felt the desire for self-determination. Currently, about half of the more than 200 colonized planets have acquired the right of self-government.

THE PLANETS' UNION OF JUSTICE

After a number of wars, the supremacy of Earth was upheld by ORUGANERA, a corporation/religious group which possessed overwhelming military and economic power. Because of the enormous influence of the ORUGANERA group, most self-governed colonial planets were forced to conclude treaties with the Planets' Union of Justice. In the language of ORUGANERA, the Union's goal was to "Unite and Administer all the Peoples of Space".

PLANET HORNET

Our planet Hornet was colonized hundreds of years ago by people from many nations. The colonists overcame many internal conflicts to emerge finally as a single Republic. The Planets' Union of Justice is preparing to take over our peaceful planet with the help of a menacing battleship called the "DANTE".

THE CURRENT SITUATION

The government of the Hornet Republic has decided to resist the "one-sided union treaty" being forced on them by the Planets' Union of Justice. Hornet President Robert May has declared war on the Planets' Union of Justice, and organized 2000 space ships to defend Hornet against the enemy.

The Planets' Union of Justice has responded by dispatching to Hornet the Super Battle Ship DANTE, a menacing juggernaut 200 km from stem to stern. If the Hornet Republic doesn't agree to accept the treaty, the Planets' Union will destroy Hornet by using the Dante's main weapon, "Felmion". The Felmion can work its terrible devastation within a targeting range of about 3 million km. Hurry, time is running out!

OPERATION

O.K. you guys, let me lay out the mission. This is Top Secret. Your orders are to board a damaged ship disguised as a Planets' Union of Justice transport, to approach battleship Dante, and to stand by until your ship is picked up. Once inside Dante, you will destroy key areas of the core facilities. Your team consists of five convicts under the command of Mission Commander Annri Ohara. If the mission is successful, you will be released from your terms of imprisonment and returned to Planet Hornet. The mission code is "Operation Toroy." Well... Good luck. By the way, be aware that there will be no communication with us or support of any kind during this mission. Dismissed!

TOROY

JUTAH FATE

A genetically engineered man created by the military government TARAKHAN as part of its elite Fighter Engineering Project, Jutah was trained as a military weapon specializing in spying, assassination, and demolition. He lived only to destroy. Then, after the collapse of the military government and the establishment of the new Republic, he was sentenced to 300 years in prison. During this term, he had a breakdown when he realized that he had been brought into existence only to kill for the convenience of a corrupt government. Overwhelmed with guilt, and confused by his identity as a killing machine, he ended up losing all his emotions. He is the master of the bomb.

CONVICT TROOPS

annri ohara

An elite military officer and computer specialist who graduated from the military academy at the head of her class, Annri sought fulfillment in the Hornet government maintaining planet-wide peace. But after joining the Hornet army, she discovered there were problems with the government, as with any large institution. Annri is the only member of Operation Toroy from the Hornet military.

benoit manderubrot

An international political criminal and chess master who has joined and lead 7 major revolutions, Benoit assumed a different identity and embraced a different ideology for each conflict. He believes that revolution is like chess, and uses people as game pieces. He volunteered for Operation Toroy. Benoit is considered the most mysterious member of the troop, his ability as a soldier exceeding even Jutah's.

JOHN LOSS

A hero, he uses guerrilla tactics to fight for the liberation of the oppressed Nufu tribe, a primitive group held in government "preservation". He agreed to join Operation Toroy on condition that the tribe be freed. His character is described as intelligent and quiet, but once he's on the battlefield, his bravery and ferocity are unequalled.

MICINO TIFONE

A professional spy who will do anything for money, Micino has stolen state secrets by seducing government officials with her beauty. Her strong points are her physical strength and cat-like agility, and her uncanny sixth sense.

TIM PALMER

The youngest member of the mission, Tim is a brilliant and resourceful pilot. He needs only a few minutes to master any vehicle. He gets his nickname "Mr. Escape" from his previous career of breaking prisoners out of jail. He's a talented weapons operator and is a master of the hasty retreat.

You've set the "Silent Bomber" disk in the PlayStation Main Unit, and turned the power On. After the opening demo, the TITLE screen appears offering a choice of four modes. Use Directional Pad (or Left Stick) Up/Down to select, and press ⊗ Button to execute.

MODE SELECT

DATA LOAD: To load saved game data, insert the Memory Card with the saved data in the PlayStation Main Unit. Load the data to continue the game. (Compatible with both 1 and 2 Memory Card Slots.)

Completed mission number and game time will be shown on the right side of the Data Load screen. (This information will also be displayed on the Memory Card Menu screen for the PlayStation Main Unit as Silent Bomber Icon Select Menu.)

NEW GAME: To start a new game.

VR ARENA: To play a battle match for 1 or 2 players, featuring members of Operation Toroy and Planets' Union of Justice (see Page 24).

OPTION: To change various game settings (see Page 11).

OPTION

KEY CONFIG: To change the function of E-Unit buttons, use Directional Pad (or Left Stick) Up/Down to select the function you want to change, press button you want to change, then select ○, ×, △, □, L1, L2, L3, or L4 button to execute. Be careful not to overlap the buttons on each function (you can't get out of the OPTION screen if any button is overlapped).

SOUND: To adjust Stereo/Mono, BGM, SE volumes on the speakers of your TV, use Directional Pad (or Left Stick) Up/Down to select the item, Right/Left to change the setting.

SCREEN: To adjust the positioning of the screen, use Directional Pad (or Left Stick) Right/Left to adjust X value (right/left position), Up/Down to adjust Y value (up/down position) .

VIBRATION: To turn the Vibration function On/Off when using the DUALSHOCK™ analog controller.

CAPTION: To turn the Information display On/Off.

EXIT: To leave the OPTION Menu and return to the TITLE screen.

MOVEMENT

BASIC MOVEMENT is made by Directional Pad (or Left Stick). However, there are special movements which will be required throughout the mission. The Burst Drive movement is especially helpful.

JUMP

JUMP: Press ⊗ Button. This action is very useful for jumping over things or evading enemy attacks. It's possible to set E-Unit by using the Lock On function during the jump. (See Page 17)

CLIMBING JUMP

CLIMBING JUMP: Press ⊗ Button to jump forward to the wall, then press ⊗ Button again. This action is effective when you need to climb a high barrier.

burst drive

BURST DRIVE: Press ⊗ Button twice in rapid succession. This action lets you move a short distance with extreme speed for quick evasion.

SCREEN

Be quick to grasp the situation and make your move. Live or Die, it's up to you!
Know that you are the only one who can keep yourself alive...

SELECT WINDOW
Shows selected MATERIAL LIQUID (see Page 18) and the number of remaining capsules

VITALITY GAUGE
When it's empty, you're dead. You can restore your vitality with a HEAL AMPULE. (see Page 19).

SHIELD LEVEL
When the SHIELD is set, you can reduce the damage from attack. The higher the level of SHIELD, the higher the level of protection

SCORE DISPLAY
Shows points earned in the mission.

BOMB GAUGE
Shows the number of bombs available. The color of the gauge changes as you set bombs.

TARGET DISPLAY
Shows the number of Destroyed Targets vs. All Targets. (Shows only when the mission requires destruction of the target.)

NOTE: There are time limits on some missions. With time limits, keep an eye on the **TIME COUNTER** because the game is over when it gets to zero.

異世界

detonate

Not for his People...
Not for his Country...
But for himself.
A fighter who has lost all emotion
will fight to the death
in search of the lost purity
of his past.
Silent Bomber

combat technique

Practice these combat bombing techniques and take DANTE by storm.

BEGINNER

SETTING AND DETONATING BOMBS

SET: Press ■ Button where you want to set the bomb.
Set bombs on paths taken by the enemy.

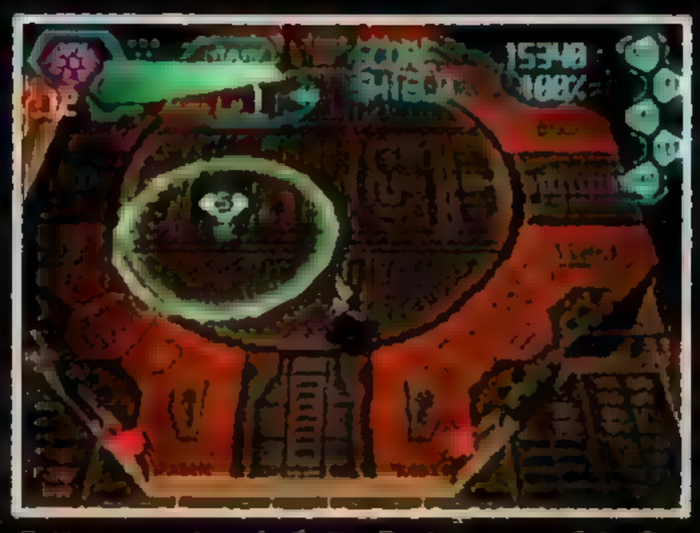
DETONATE: Press △ Button when you want to detonate the bomb. Keep a safe distance or you'll blow yourself up!

ADVANCED

STACKING AND CHAIN SET

You can set multiple bombs. 2 bombs are available with the initial setting. By collecting E-Chips hidden throughout the game (see Page 21), and using them to "tune up" the E-Unit, you can customize the number of bombs available for stacking and chaining up to a total of 8.

STACK: Bombing technique that increases explosive power by setting multiple bombs at the same spot. All will blow up at the same time. It's an effective way to demolish strong obstacles and resistant targets.



CHAIN Technique that uses a sequence of detonations of bombs set at different locations. Press △ Button to detonate the bombs according to the order in which they were set. This is an effective technique for eliminating multiple enemies. It's possible to use Stack and Chain techniques together.

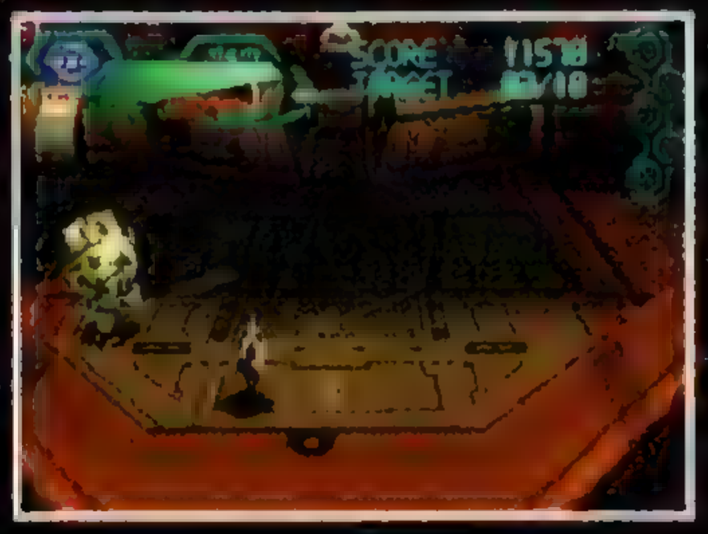
SPECIAL

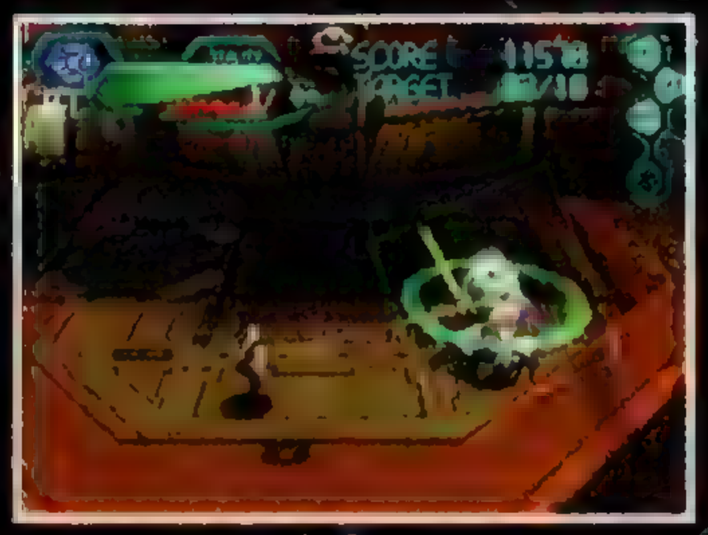
BOMB SETTING WITH LOCK ON FEATURE

By using the Lock On feature on your E-Unit, you can set a bomb from far away.

LOCK ON When you press and hold the □ Button, a sight will appear. When a target appears in the sight, it automatically locks on the target. Release the □ Button to set the bomb on the target. Press the △ Button to trigger the bomb. It's also possible to Stack the bombs by pressing the □ Button repeatedly. You can also Lock On to another target before detonation, setting multiple bombs to blast simultaneously.

Lock On may be undone if the target leaves the screen during the game. Also, taking damage during the Lock On procedure may void the effect. Material Liquid cannot be Locked On.

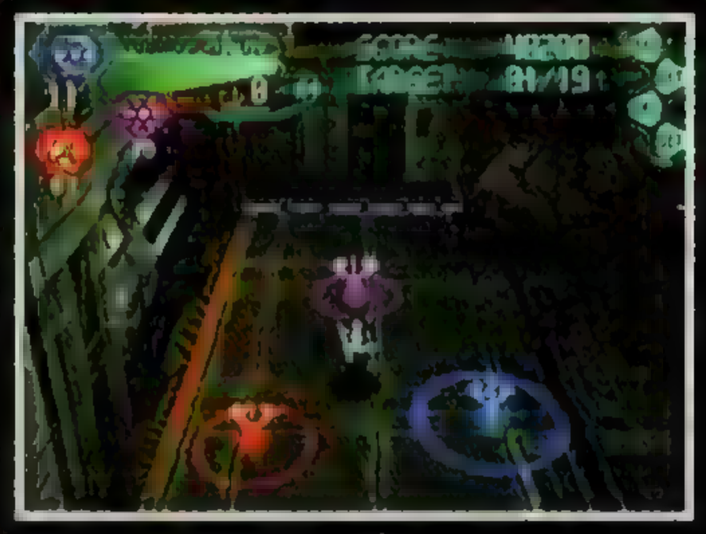




SCORING TIP: Take aim at earning high points by using Chain technique to blast your enemies and their facilities.

SUPPORT ITEMS

At times items will appear on screen when you destroy enemies or their facilities. These items are vital in providing support for the mission. Don't forget to pick them all up.

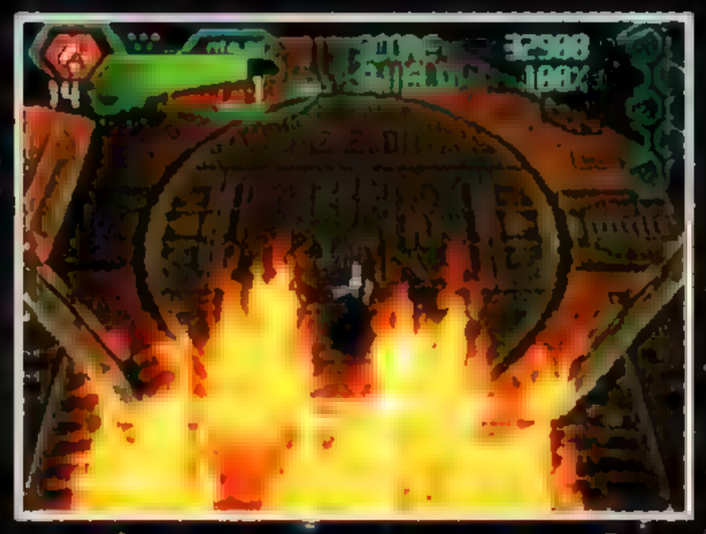


OFFENSIVE ITEMS

MATERIAL LIQUID

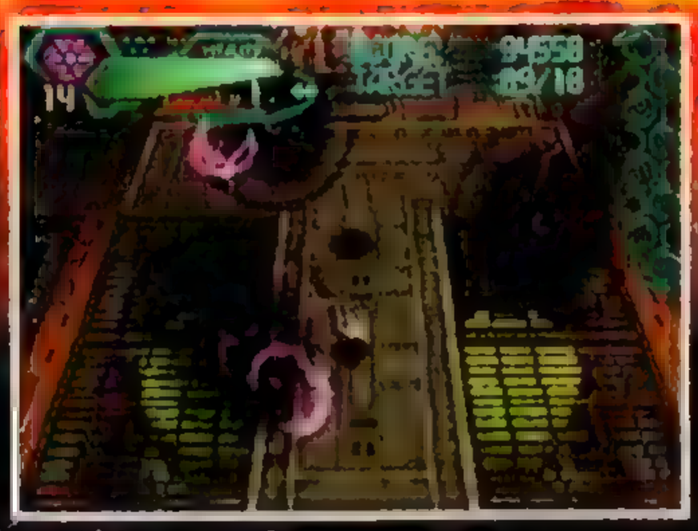
Material Liquids are special items that enhance your bombs with special effects. There are 3 types of Material Liquids, each with a different effect. They are Napalm, Gravity, and Paralysis. When you acquire a Material Liquid, its type and the number of capsules remaining will appear on the upper left of the screen. Press the R1 or L1 Button to switch Material Liquids when you have more than one kind. Set your Material Liquid by pressing the ◎ Button (this differs from how to set regular bombs). You can use Material Liquid and regular bombs together, and blast them at the same time by pressing the Triangle Button. It's also possible to use Stacking and Chain Set techniques with Material Liquid as with regular bombs. There is a limit to the amount of Material Liquid you can hold, so if you have the maximum amount, you can't add more to your stock.

This Material Liquid contains particles of Napalm. It keeps burning after blowing up, and damages any enemy who enters or remains in the burning area.



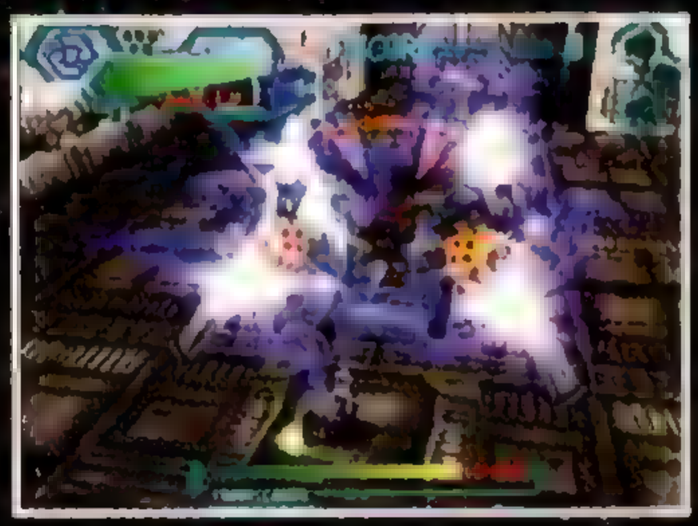
GRAVITY LIQUID

This Material Liquid contains particles of Ultra-Gravity Force. A Little Black Hole forms after detonation, and sucks in the enemies.



PARALYSIS LIQUID

This Material Liquid contains electrically charged particles which, when detonated, temporarily paralyze all electrical devices.



SPECIAL ITEM

DATA CHIP

This item adds more characters to game play in VR Arena.

TUNE-UP ITEM

E-CHIP

Improves performance capacity of the E-Unit (see Page 20).

RECOVERY ITEMS

HEAL AMPULE-A

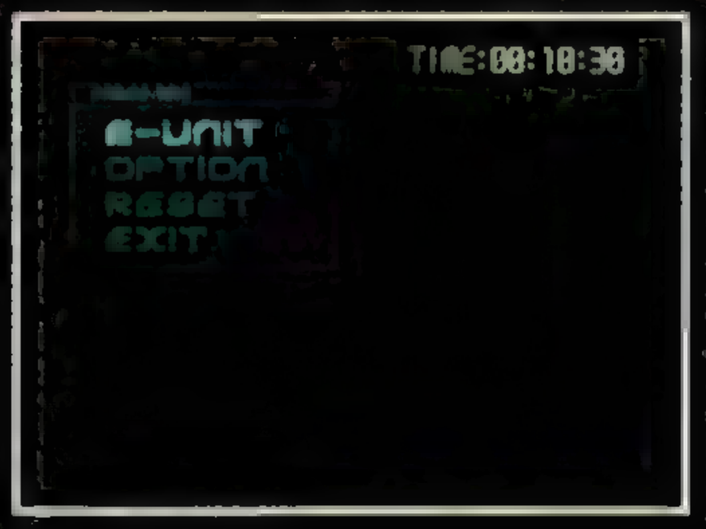
Restores Vitality 10%.

HEAL AMPULE-B

Restores Vitality 50%.

CUSTOMIZING E-UNIT

As you advance to the core of DANTE, the missions get harder and harder. Improve the capacity of your E-Unit by tuning it up with E-Chips collected during the mission. Tuning up can be done anytime during the mission. When you press the Start Button, E-UNIT appears on the COMMAND menu. You can also tune-up when E-UNIT shows on the INTERMISSION screen at mission's end (see Page 23).



CUSTOMIZER

Change the tune-up level by using DIRECTIONAL PAD Right/Left.

Number of E-Chips needed for the next level tune-up

Tune-up condition

Number of E-Chips available for use

Current level of tune-up

BOMB: Determines the number of bombs you can set at one time.

RANGE: Sets the Lock-On range.

SHIELD: Sets the Defense Shield Level.

EXIT: Ends the tune-up and returns to the COMMAND menu.

You'll want to set different tune-ups to take advantage of different battle situations. You get to choose the best tactics. Here are some examples:

BOMB TUNE-UP

Increase the number of bombs you can use to get an advantage against well defended enemies.

RANGE TUNE-UP

You can increase the range at which Lock-On operates, improving your chances against flying enemies.

SHIELD TUNE-UP

This setting maximizes your defensive Shield, ideal for battle against enemies that are heavily armed.

OTHER COMMANDS

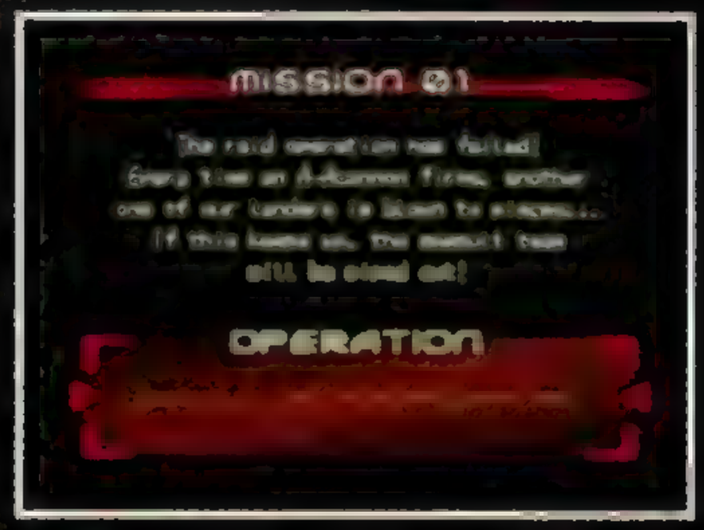
OPTION: To change various game settings (see Page 11).
RESET: Ends the game and returns to the TITLE screen. (The game will not be saved.)
EXIT: Leaves the COMMAND menu and returns to the mission.

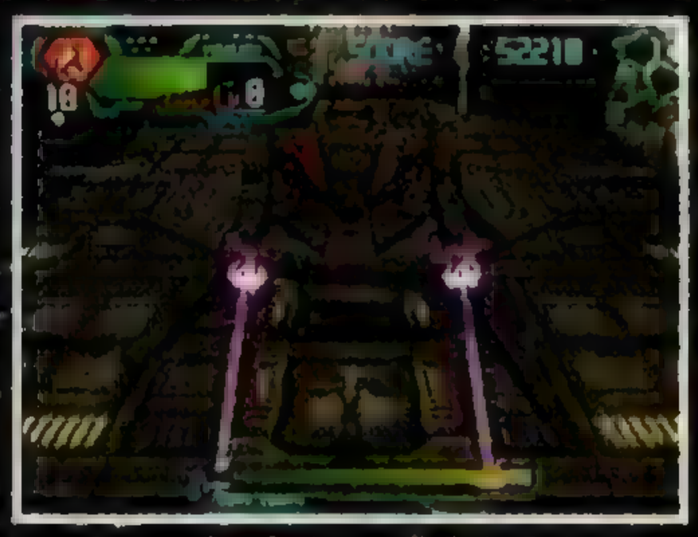
Mission Launch

It's time to launch the operation. Good luck.

First there is a Mission Briefing giving an overview of the situation and outlining the targets. Press the ⊗ Button to confirm, and the mission begins.

ADVICE: During the mission, there will be constant communication among the team members. Listen closely, and use what you hear for the mission to succeed!

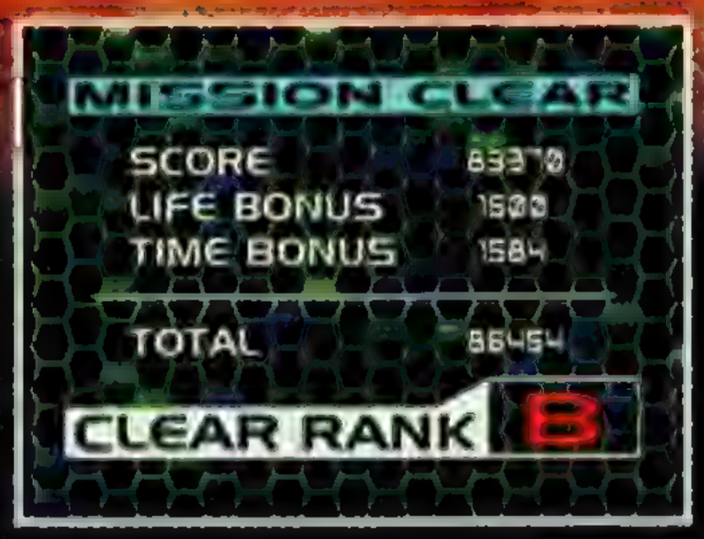




During the mission, a "Target" mark will appear on every facility you are supposed to destroy. Destroy all targets to complete the mission.
A very strong enemy will appear at the final phase of the mission. The Vitality Gauge of the enemy will appear on screen. Defeat the enemy by attacking and making them use up all their Vitality.
The distance to the evacuation area will appear on screen when the mission is completed. Evacuate promptly.
No reason to hang around!

MISSION COMPLETE

After completion of the mission, a performance evaluation of your efforts will appear on the MISSION CLEAR screen. (Your ultimate goal is to achieve Rank S.)



Then the INTERMISSION screen appears offering the following choices:

NEXT MISSION: To continue to the next mission.

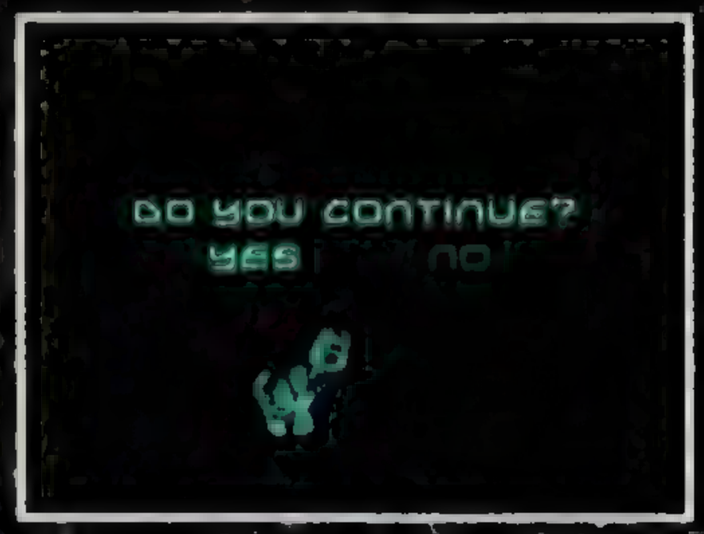
DATA SAVE: Lets you save the progress you've made. Select Memory Card Slot, specify a memory block, press ⊗ Button to execute Data Save. (You can only save data if there is space on the Memory Card.) Missions completed and game time will be displayed on the right side of the screen. This information is also displayed on Memory Card menu of PlayStation Main Unit when you select Silent Bomber Icon. You can save data only on Intermission screen. Make sure to confirm when you decide to delete data.

E-UNIT: To customize E-Unit (See Page 20).

OPTION: To customize various game settings (See Page 11).

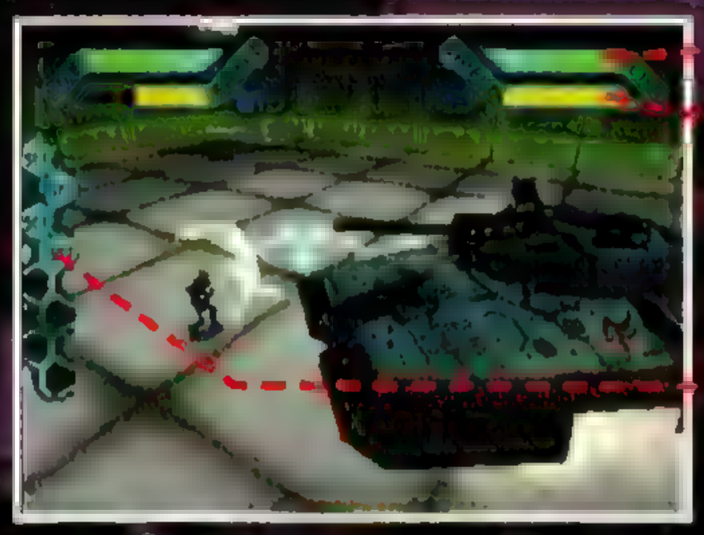
MISSION INCOMPLETE

You become disabled when your Vitality is used up and reaches zero during the mission. This generally means you're dead, but if you wish to try again, it's possible to come back. Select "Yes" on CONTINUE menu screen to return to the mission. Select "No" to retire and return to the TITLE screen.



VR Arena

You can match yourself in battle with members of Operation Toroy and Planets' Union of Justice characters in this mode. To play in Arena mode, you need data saved from the regular game mode. Select "VR Arena" on the TITLE screen, and press ⊗ Button for DATA LOADING screen. Arena mode starts after data loads. After selecting "Play Vs. Computer" or "With 2 Players", CHARACTER SELECT screen appears. Jutah is the only character you can select with the initial setting, but the number of characters you can select increases as you collect Data Chips and satisfy certain conditions during the missions.



LIFE: When you deplete opponent's gauge, you win.

SHIELD: Use Defense Shield by pressing L1 and R1 Buttons. When you use the Shield the gauge will decrease, and will restore gradually when you stop.

BOMB CONDITION: Displays the number of Stackable bombs and Setting conditions. The color changes when set, returns to normal after detonation. Only displays for characters using E-Units.

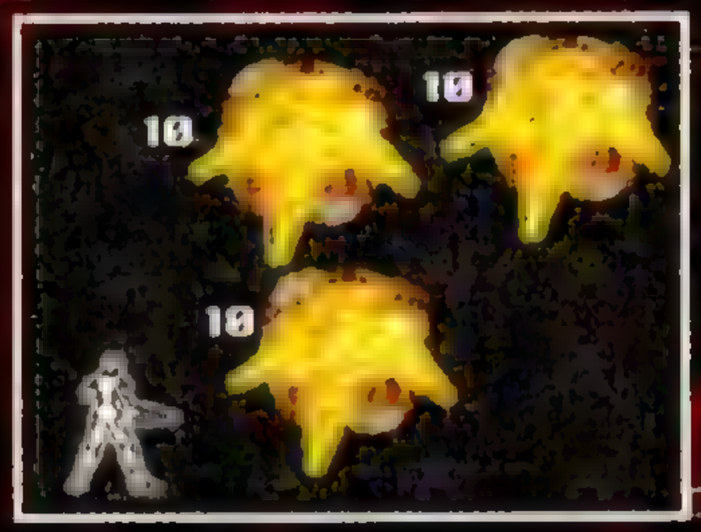
NOTE: You can't change the controller button settings in Arena Mode.

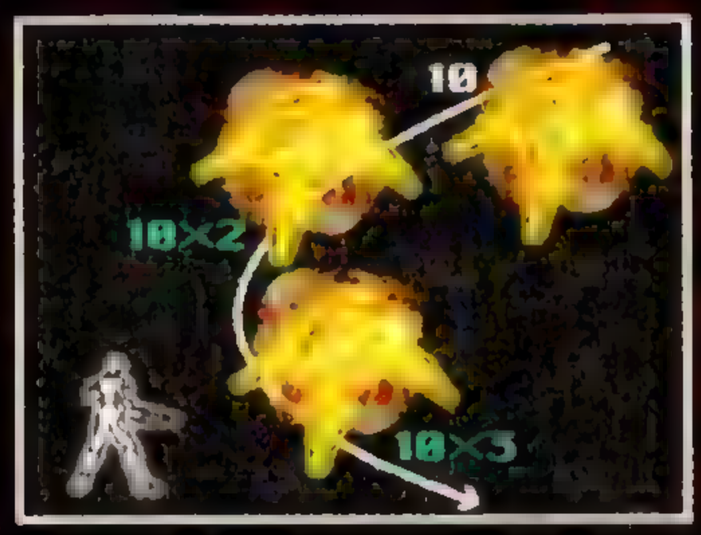
SCORING TIPS

Destroy enemies with high point value to increase score.

COMBO BONUS

When you destroy 2 or more enemies simultaneously, you get a "Combo Bonus" that multiplies your points. The second enemy you destroy adds 2 times the points, the third adds 3 times the points, and so on up to 10. For example, if you destroy 3 enemies in sequence, you get 10+10+10 = 30 points. However, if you destroy 3 enemies simultaneously, you get 10 + (10X2) + (10X3) = 60 points.





SPECIAL TECHNIQUE

You can score very high when you destroy the strong enemies that award big points at the end of the mission. Remember, it takes a lot of bombs to destroy enemies with high point value, so be ready to soften them up before trying to take them out.

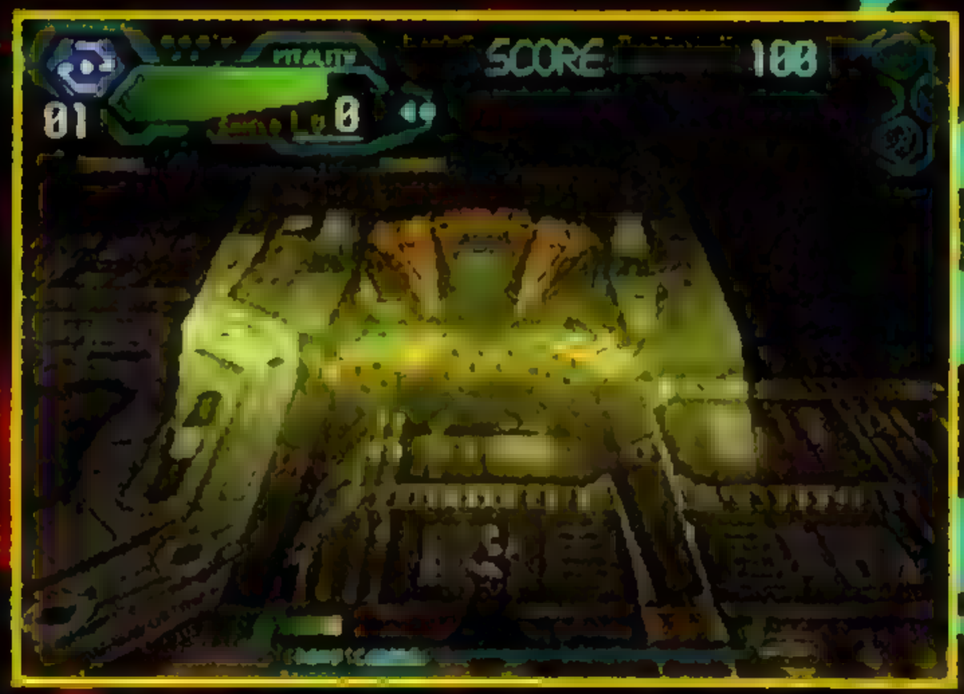
bomb area

EFFECTIVE EXPLOSION AREA

A bomb explosion covers a certain area which displays on screen after the bomb is set. Anything in the covered area will be destroyed. This area expands with the use of Stacking technique. To fight efficiently, set bombs where your enemies and targets are, or trick your enemies into going into the covered area.

MISSION 3

The four-legged anti-aircraft weapon you'll encounter defends itself by deploying a special shield after sustaining a certain amount of damage. It is impregnable when this shield is deployed, and can do serious damage to you if you come within its range. Attack when the shield disappears.



MISSION 2

Material Liquid is essential for fighting against the 3 heavily armed and fast moving enemies you will encounter on this mission. Paralysis Liquid can be used to stop them, and then you can blast them with Stacking technique while they're paralyzed. Their Big Battery is usually protected by a shield, but this shield will be deactivated when they fire their laser beam. Watch the laser to time your counterattack.

MISSION 3

You will be confronting various types of heavily armed enemies, each with different patterns of attack. You will need to alter your strategy for each type. For instance, it's possible to use the Lock On function for enemies that approach with guns blazing. However, you'll face other types of enemies that can't be stopped by Locking On. You must use Material Liquid or set bombs on the floor to fight them effectively.

NOTES

90-DAY LIMITED WARRANTY

Bandai America Incorporated (Bandai) warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Bandai will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling: 1-714-816-9500. Our Customer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.
3. If the Bandai Service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Bandai America Incorporated.
   Consumer Service Department
   5551 Katella Avenue
   Cypress, CA. 90630

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the PAK develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai Service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Bandai, enclosing a check or money order for $10.00 payable to Bandai America Incorporated. Bandai will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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